

TEST NAME: **DMS\_Hicks\_7\_Google Sketchup Quiz**  
TEST ID: **38241**  
GRADE: **Grade 7**  
SUBJECT: **Industrial/Technology Education**  
TEST CATEGORY: **Common Assessments**

## 11/03/14, DMS\_Hicks\_7\_Google Sketchup Quiz

Student: \_\_\_\_\_

Class: \_\_\_\_\_

Date: \_\_\_\_\_

### Instructions

**Read each question carefully and choose the best answer to each question. Notes, books, study guides and other material are not allowed to be used on the test.**

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1. What makes Google SketchUp so easy?

- A. draw some shapes and pull into 3-D
- B. click and drag
- C. right click and drag
- D. select shape to use and then choose 3-D

2. The tool that allows you to **move** an object in Google SketchUp is \_\_\_\_\_.

- A. orbit
- B. pan
- C. zoom
- D. move

3. What does coplanar mean?

- A. drawing on separate planes
- B. drawing shapes in 3-D
- C. drawing on the same plane
- D. drawing shapes in 2-D

4. What function does this icon represent?



- A. orbit
- B. orbit
- C. pan
- D. push/pull

5. What function does this icon represent?



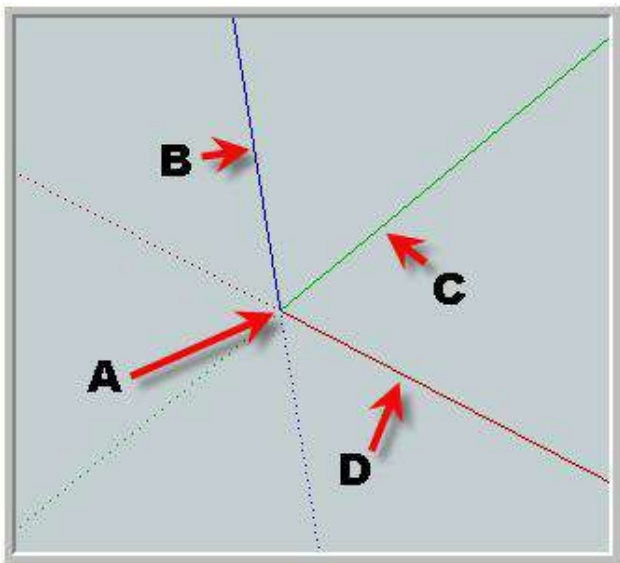
- A pan
- B. orbit
- C. zoom
- D. flip

6. What function does this icon represent?



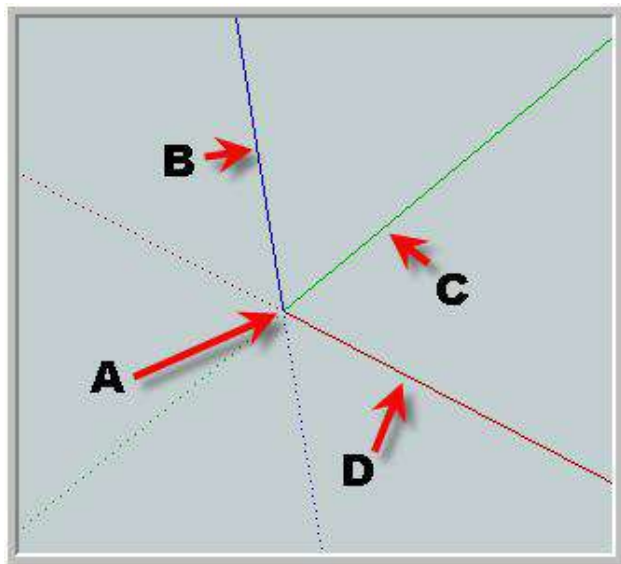
- A draw
- B. erase
- C. inference
- D. midpoint

7. Identify "C".



- A X-axis
- B. y-axis
- C. z-axis

8. Identify "B".



A. x-axis

B. y-axis

C. z-axis

9. Rule 1 when drawing edges in SketchUp is to draw a close loop of edges to create a surface.

T. True

F. False

10. Making sure your lines snap to the colors (red, blue, green) allows a user to determine if they are drawing in coplanar.

T. True

F. False

11. Match the three tools you need to be successful in Google SketchUp with the correct description.

**Questions**

- 1. Orbit
- 2. Pan
- 3. Zoom

**Answer Choices**

- A. allows you to center or move pictures
- B. allows you to move in and out on your object
- C. allows you to move around your objects

12. On a three-button scroll wheel mouse, roll the wheel back and forward to 1 - (A) orbit (B) pan (C) zoom.

13. Drawing in the last edge to create a surface is called 1 - (A) healing (B) fixing (C) repairing.

14. Using the equation  $D = 2r$ , what is the **radius** if the diameter is 30" ?

- A. 60"
- B. 15"
- C. 60'
- D. 15'

15. Using the equation  $D = 2r$ , what is the **diameter** if the radius is ( 8' ) ?

- A. 10"
- B. 30"
- C. 16'
- D. 4'

16. **Match each term with the correct definition.**

**Questions**

- |              |
|--------------|
| 1. extrusion |
| 2. face      |

**Answer Choices**

- |   |
|---|
| A. any surface of an object                           |
| B. a push or pull on any shape or a face of an object |

17. True or False.

The **push/pull tool** pushes and pulls perpendicular to the surfaces of the shape.

- T. True
- F. False

18. How do you cut surfaces in Google SketchUp?

- A. select the surface and use the eraser to erase the surface
- B. select the surface and use the move tool to cut the surface
- C. select the surface and use the orbit tool to cut the surface
- D. select a surface and push it all the way through using the push/pull tool

19. How do you pan using a three-button scroll wheel mouse?

- A. use the orbit tool
- B. press the wheel and hold and press the shift key
- C. roll the wheel back and forward
- D. press and hold the wheel

20. What is inferring?

- A. asking the computer for help in completing a task
- B. searching in Google SketchUp
- C. using videos on Google SketchUp
- D. 2-D & 3-D shapes

21. True or False

Everything you draw in Google SketchUp is either an edge or surface.

- T. True
- F. False

22. By pressing and holding the wheel allows a user to 1 - (A) orbit (B) pan (C) zoom on a three-button scroll wheel mouse.

23. Match each axis with the correct color which represents the axis.

Questions
1. X-axis
2. Y-axis
3. Z-axis



Answer Choices
A. blue
B. green
C. red



24. Watch the axis directions and use inferring to line up edges.

- A. Rule 1
- B. Rule 2
- C. Rule 3
- D. Rule 4

25. Always draw to and from existing edges. Don't draw new edges over existing edges.

- A. Rule 1
- B. Rule 2
- C. Rule 3
- D. Rule 4

26. Learn and use the different inference points.

- A. Rule 1
- B. Rule 2
- C. Rule 3
- D. Rule 4